

GAME PLAYING SYSTEM WITH ASSIGNABLE ATTACK ICONS

ABSTRACT OF THE DISCLOSURE

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A video game player can easily target and attack one or more enemies in a video game environment. The player may quickly designate an enemy on a display screen as a target and associate the enemy with a controller button on a video game controller. When the game player actuates the controller button, a player character initiates an attack on the targeted enemy that is assigned or associated with the button. The character initiates the attack on the enemy regardless of whether the character is facing toward the enemy or away from the enemy. If multiple enemies are present and multiple controller buttons are available, the player can choose which enemy will be targeted and associated with a controller button. This allows the player flexibility in choosing which enemies to attack. The player can also associate additional enemies with different buttons on a controller. The player can then initiate successive attacks on the additional enemies by actuating the buttons associated with the enemies.